

AURUM

REFINEMENT OF GOLD (MORTALITY)

Name: _____ Virtue: _____ Lineage: _____
 Player: _____ Vice: _____ Atharor: _____
 Chronicle: _____ Concept: _____ Throng: _____

ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

MENTAL

(3 unskilled)

Academics _____ 00000
 Computer _____ 00000
 Crafts _____ 00000
 Investigation _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Science _____ 00000

PHYSICAL

(1 unskilled)

Athletics _____ 00000
 Brawl _____ 00000
 Drive _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Weaponry _____ 00000

SOCIAL

(1 unskilled)

Animal Ken _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Persuasion _____ 00000
 Socialize _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

OTHER TRAITS

MERITS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

HEALTH

00000000000000
 □□□□□□□□□□□□

WILLPOWER

00000000000000
 □□□□□□□□□□□□

AZOTH

00000000000000

PYROS

□□□□□□□□□□□□
 □□□□□□□□□□□□
 Points Per Turn: _____

HUMANITY

10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ 0
 6 _____ 0
 5 _____ 0
 4 _____ 0
 3 _____ 0
 2 _____ 0
 1 _____ 0

FLAWS

BESTOWMENT

DISFIGUREMENT

Size: _____
 Speed: _____
 Defense: _____
 Armor: _____
 Initiative Mod: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Lineage (record Lineage Bestowment) • Refinement • Azoth 1 (may be increased with Merit points) • Transmutations 3 (1 dot must be Refinement affinity) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Prometheans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity • Composure • Speed = Strength + Dexterity + 5 • Starting Humanity = 7 • Pyros = Humanity

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OTHER TRAITS

_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

EXPANDED MERITS

ALLIES

REPUTE

CONTACTS

RESIDUAL MEMORY

LANGUAGE

RESOURCES

MENTOR

OTHER(_____)

POSSESSIONS

GEAR(CARRIED)

EQUIPMENT(OWNED)

VEHICLE

Durability

Structure

Size

Acceleration

Safe Speed

Max Speed

Handling

LAIR

LOCATION

DESCRIPTION

AURUM

REFINEMENT OF GOLD (MORTALITY)

HISTORY

(REMEMBERED OR CURRENT)

DESCRIPTION

Apparent Age: _____

Date of Creation: _____

Hair: _____

Eyes: _____

Race: _____

Nationality?: _____

Height: _____

Weight: _____

Sex: _____

Distinguishing Features: _____

VISUALS

TRONC CHART

CHARACTER SKETCH

